

CLEVER & SMART

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Atari ST



C 64

CLEVER & SMART

Jetzt könnt Ihr endlich life miterleben, wüßtet Ihr euch bisher immer kaputt-gelacht habt. **CLEVER & SMART** bieten eine aktionsgeladene Atmosphäre mit vielen kleinen Zwischenspielen für Strategen, Grübler und reaktionsschnelle Knopfdrücker.

Wenn Ihr es endlich geschafft habt in dieser irren Welt von **CLEVER & SMART** zu überleben, könnt Ihr euch mit der Hauptaufgabe beschäftigen: **DIE SUCHE NACH DEM VON DER O-M-A ENTFÜHRTEN DR. BAKTERIUS!**

Diese Aufgabe ist ein absoluter Hirnreißer. Aber mit Eurem Verkleidungskünstler **CLEVER** werdet Ihr das schon schaffen, ... oder nicht?

FEATURES:

- Supergrafik in allen Spielsituationen
- Schnelles Reaktionsspiel in der Stadt
- Kniffliges Strategiespiel in der Kanalisation
- Komplexer Spielhintergrund garantiert langfristiges Spielvergnügen
- Egal, wo sich der Spieler auch befindet, der Computer simuliert das gesamte Geschehen in Stadt und Kanal
- Absolut clever
- Absolut smart

CLEVER & SMART

Accompany **Clever & Smart** on a terrific chase. Now at last you can experience what until now has only been something to read and laugh about. **CLEVER & SMART** provides you with an atmosphere of action in which you find integrated short interludes for strategists, brooders and quickly reacting button pressers. If you succeed finally in surviving under the mad conditions of the world of **CLEVER & SMART** you then can turn to your main task: to search for Dr. Bacterius, who was kidnapped by the O. M. A.

This task is a veritable brain teaser. But with the help of **Clever's** ingenious disguises you will certainly succeed, won't you you?

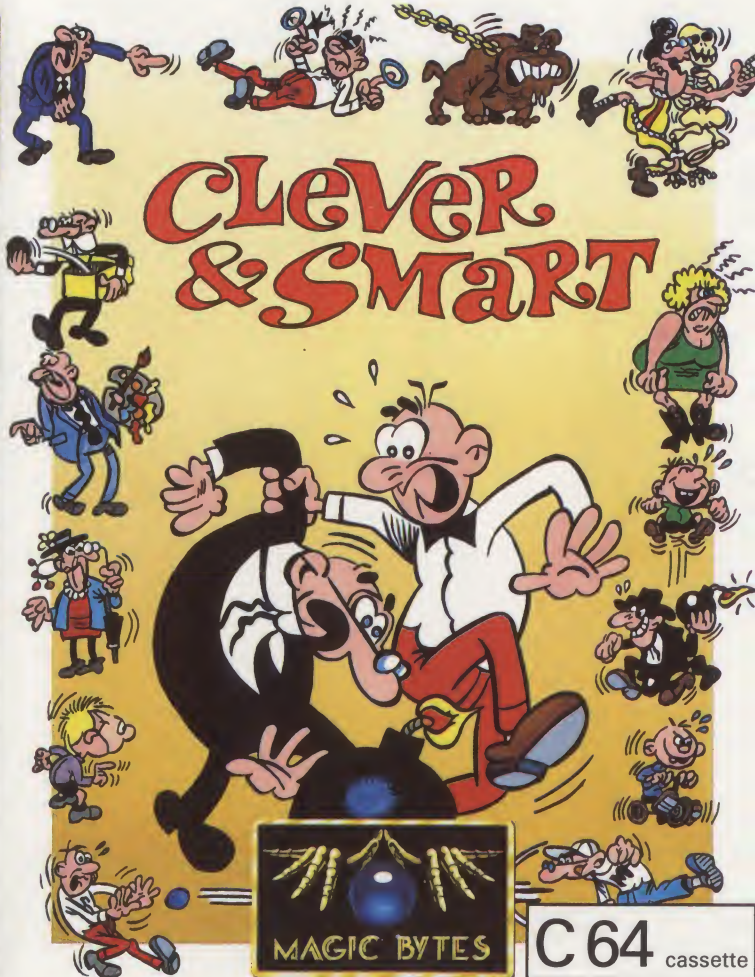
FEATURES:

- Fantastic graphics in all game situations!
- Need of quick reactions in the town!
- Tricky strategic game in the sewerage!
- A complex background guarantees pleasant gaming even in the long run!
- No matter where the player is, the computer simulates the whole action in town and sewerage!
- absolutely clever!
- absolutely smart!



CLEVER & SMART

C64 cassette





SEWERS

Use joystick to control movements as for Town. Press 'fire' to jump.

A menu for selecting the different operations can be called up by pressing "CONTROL". The selected operation can be carried out at any time by pressing "SPACE", eg: The operation "LAYING CABLES" has been selected. If you carry enough cables with you and are standing before a wall within the sewers, you may lay the cables in the adjoining wall by pressing "SPACE".

If you deal with distribution boxes, the 'fire' button serves the same purpose as the "CONTROL" key. By pressing it you get immediate access to a menu where you can connect cables and listen in on the local telephone lines . . . !

If you press 'fire' near any exit in the sewer, you get immediately back to town.



machine	KEYBOARD
CPC	SPACE/CTRL
C 64	K / FIRE
Spectrum	K / FIRE
Amiga/	
Atari ST	K / FIRE

CLEVER & SMART

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KEY

v - list of disguises
w - list of tools
s - other objects

TOWN:

Movements:



Speak to people, be curious. Enter buildings by pressing 'fire'.

HOW TO BUY OBJECTS AND USE DISGUISES

Use the joystick to look through options available. Once you have decided on an object or disguise, press 'fire' to select.

SNAIL RACE

- Use joystick to select your disguise and place your bet.
- Put Smart next to your chosen snail. Press 'fire' to start race.
- If Clever chooses a snail's costume, he'll take part in the race!



CONTROL OF SNAIL

"Push Up" "Stick yer neck out!"
"Stretch" "drag snail-shell"

(and repeat it all over again until you crawl over the finishing line).



KINDERGARTEN

To determine throwing angle:

Lift

↓
ARMS

Lower

↑ ↓
Increase throwing power



Press 'fire' to throw coin.
"RETURN" takes you back to town



CHEQUE FORGERY (How to forge Mr L's signature)

Use joystick to move pen.
Place pixel-dot by pressing 'fire'
"RETURN" takes you back to town

DEFUSING BOMBS

The left row of lamps shows whether a line is active or inactive. By moving the joystick forward and backward, select the line which you want to test. If a selected line is active, you can give an impulse which switches off one lamp in the right row. When all lamps in the right row are switched off, the bomb is defused. Immediately before the bomb explodes, it makes itself noticeable by ticking loudly.

